

Gremlin Presents

Hero Quest; **Return of the Witch Lord**

The adventures in Return of the Witch Lord are played in the same ways as the adventures in Hero Quest. There is, however, one main difference. Players should note that the quests are much more difficult than the first quests, and so they should be played with a character created and built up over the first quests.

Return of the Witch Lord

Mentor's head hung low as he entered the room. There was a sadness in his voice when he spoke.

'Worthy companions, the Witch Lord is not dead. We must act fast, for his power grows with the passing of each day. It will not be long before he has recovered from his imprisonment. Once his power has fully awoken he will raise again the legions of the dead. These warriors are a fearsome foe. Only men of great courage, or those with powerful magic can stand against them. They know no fear and will fight relentlessly until they are destroyed.'

Loretome has shown me that the Witch Lord has moved from Barak Tor to the fallen city of Kalos. Long ago the city was destroyed by Morcar and given to the Witch Lord to rule. Beneath the ruins the Witch Lord built for himself a great stronghold, for the light of day was too pure for his foul creatures to endure. When he was defeated, the stronghold's gates were shut and no one ventured in or out. Now he has returned.

As he sits upon the high throne of Kalos, the Witch Lord may look upon the Plains of Death and see any who approach: none can escape his gaze. The high throne is one of three thrones that wait for those who would also preside over the court of the Dead. If the Witch Lord is not stopped soon, the other thrones will be taken: one by Skulmar the Captain of the dead Host: the other by Kessandria the Witch Queen. When these two sit alongside the Witch Lord, it is said that the bones of all fallen warriors will be summoned together under the Black Banner.

Many days of travel have brought you across the Plains of Death. The journey has been hard, for the Land is barren, scorched by the relentless sun. Throughout your journey you have felt an uneasy presence. Ever since you entered the Plains, the Witch Lord has watched your progress, awaiting your arrival. Finally, you have reached the great ruins. The skeletal remains of a once resplendent city that rose from rich and fertile land now lies parched and dust-clogged.

Loading Instructions

ST/Amiga

1. Load Hero Quest as instructed.
2. Click on 'Load Other', making sure you insert your Hero Quest Expansion disk first.
3. Follow the further on-screen loading instructions.

C64/Spectrum/Amstrad Disk

1. Load Hero Quest as instructed.
2. Select 'Load Other', making sure you insert your Hero Quest Expansion disk first.
3. Follow the on-screen loading instructions.

Spectrum/Amstrad/C64 Cassette

1. Load Hero Quest as instructed.
2. Select 'Load Other'.
3. Follow the on-screen loading instructions.

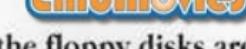
All other commands are implemented in exactly the same way as the original Hero Quest computer game.

Any Problems?

If you have any problems with Hero Quest, you can telephone the Gremlin helpline on 0742 753 423 between the hours of 2.00 pm and 4.00 pm GMT on any weekday. If the software proves to be faulty, then please return it to the place where it was purchased, or to Gremlin Graphics at Carver House, 2-4 Carver Street, Sheffield S1 4FS.

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